G.R.A.S.P. Gazette

The journal of the Greater Richmond Atari Support Program
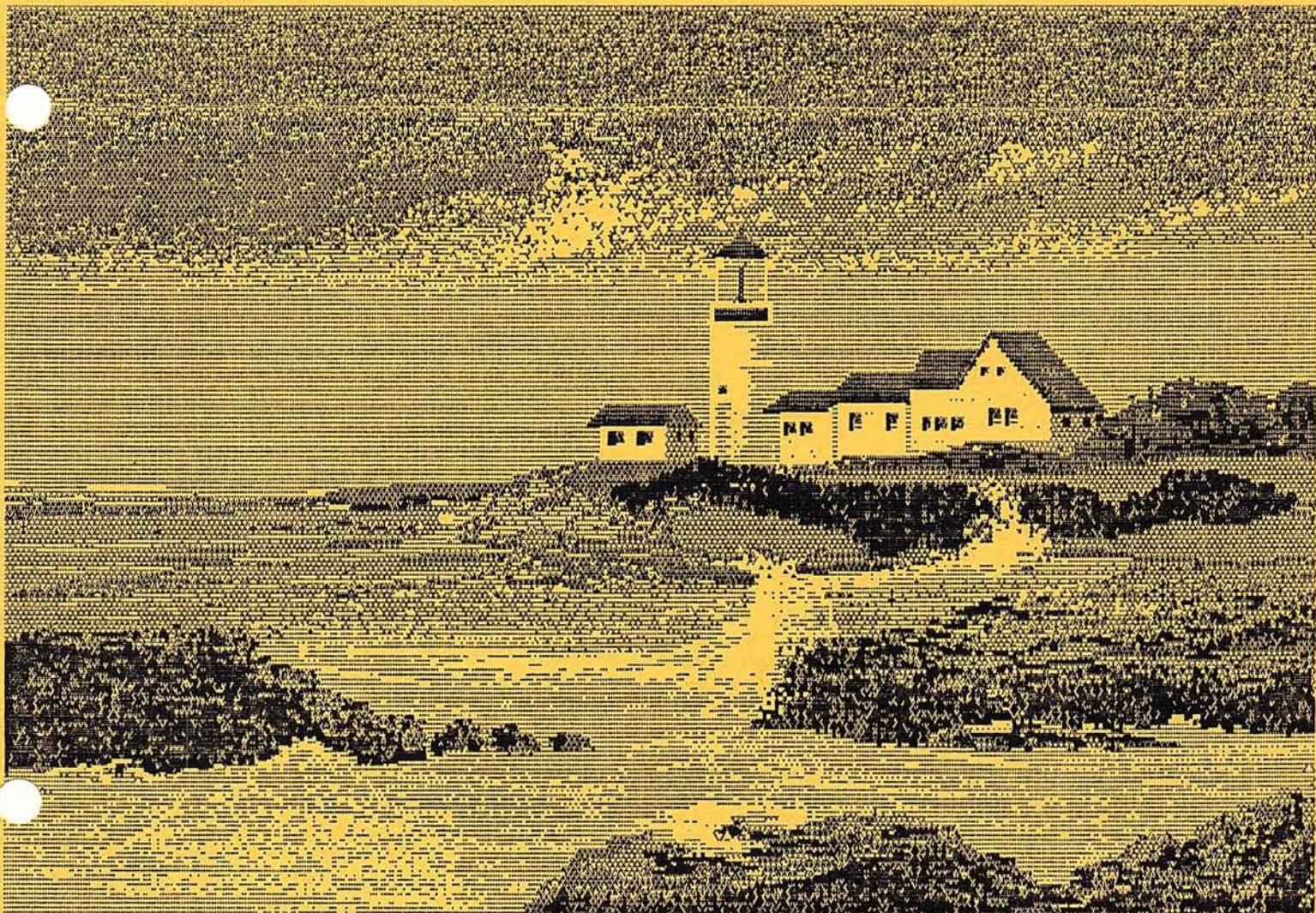
G.R.A.S.P. GAZETTE

(Greater Richmond Atari Support Program)
G.R.A.S.P. is an independent Atari users group not affiliated in any way with ATARI,INC. or TRAMIEL ENTERPRISES, INC.

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Membership:
Membership in G.R.A.S.P. is open to all persons interested in the Atari computer. Semi-annual dues of $10.00 are payable January 1 and July 1 of the year or annual dues of $18.00 are payable for 1 full year at any time.
Membership will include 11 monthly issues of the G.R.A.S.P. GAZETTE, no January issue and access to the Public Domain and Commercial libraries, group purchased, club discounts at participation retailers, and participation in drawings.
Meetings:
Meetings are held the second and fourth Thursday of each month from 7:00-09:00p.m. at the Boys Club of Richmond. Any and all persons interested in Atari computers are welcome.
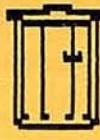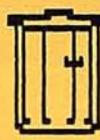
LETTERS TO THE EDITOR

From THE DISK ORGANIZER in Seattle, Wa.
Hello Tom,
Thank you for your recent order of Disk Organizers! I've enclosed an order form for future orders. You noticed the word "check" on the bottom of our order form. As we are manufacturered in Canada, my different forms are also supplied by the same Canadians. Therefore, we add a little international flair, to this whole business!
If you have any questions, suggestions as to how to improve our product or computer related products you would like to see invented, please give me a call. We are always looking for good ideas and have a manufacturer that is willing to listen!
We do have a "new" line of tracter feed labels, coming out soon. This Tue., to be exact. When I'll have them, is another story. These will fit on your 3.5" floppy. We also hope to have a turntable, lazy-susan item, for mounting multiple Disk Organizers together. Won't it be nice, to store up to 140 disks in a small space. If your like me, your computer space is limited! Last, but not least, we will soon be introducing a new function bar identifier. This will allow you to enter different F1 thur F10 functions for different programs and have up to four on your computer at once. Most people have one taped onto the surface, above the function keys. This is a rotating square item, attached how, I'm not sure. They keep me in the dark, some of the time! Your on my mailing list, so when any of it happens, you'll be second to know!
As far as advertising with you goes, yes, we are more than happy to work with you and please find enclosed one Disk Organizer for payment! Our ad copy will be along shortly.
    Sincerely,
    Steve Drake - Mfg. Rep.

EDITORS CLIPBOARD

A little about this issue ... I know, I said a few issues back that I wouldn't use Publishing Partner to do the Newsletter again because of the quality of the print on a 9 pin printer. Well, things do change, don't they. This entire issue is done using P.P. I now have SoftLogik's Partner Fonts Font Disk which contains Deval, Spokane and Thames as well as Helevic. I also have the Font Factory Font Disk #1 which has Avant Garde, Courier and Calligraphy as well as Helevic. Also out are a bunch of Clip Art disks. The only ones I have now are Font Factory #1 and Font Factory #3. What happened to number 2? I missed something somewhere. I also have a bunch of other clip arts on other disks. By the way, I put up on GEnie "Eyes.arc". A great clip art series for P.P. but I did make one mistake. If you have the file, use PicSwitch to convert the PI2's to PI3's. Now the pictures will work. Sorry about that Chief. Now this Newsletter, the front picture cover was done with DEGAS ELITE & pasted together. This page is Helevic with this editoral done with Calligraphy. Page 3 is all Spokane, Page 4 is Deval, Page

BRODERBUND NEWS:
Or No News Is Bad News!
by Doug Mathewson
From D'Bug Newsletter of June/July 1987

Received my copy of Broderbund News, a publication mailed to owners of Broderbund software. I anticipated interesting news on future products for the ST and Atari 8 bit machines. In a scenario that is becoming all too common lately, I was surprised to find not a mention of the word Atari in the entire newsletter! This would elicit a "so what" if it weren't for the fact that Broderbund has been a leader in the development of innovative software for Atari computers since the old 800/400 days. Broderbund has given us a catalog of programs such as the 'Print Shop' series, Syncalc and Snyfile+, Bank Street Writer and a host of games from Lode Runner to the electronic novels like Mindwheel.

I would not have been surprised if Broderbund has no Atari 8 bit announcements. I expected some news of ST software since Broderbund's arch competitor's program Printmaster was developed for the ST. My biggest disappointment was in the lack of reference to anything Atari! Does Trip Hawkins' Electronic Arts own Broderbund?

In an article entitled "Microcomputers: On the Doorstep of the Graphics Revolution", references are made to the Apple II series ("With the advent of 'double hi-res' on the Apple II series, for instance, home-users can work with up to sixteen different colors."); then to the Apple IIGS and Commodore Amiga, ("Even more recently, the Apple IIgs and the Commodore Amiga have been released with up to 4,096 colors in their computerized 'palettes.'"); and finally from Broderbund's Senior Graphic Artist Michelle McBride, "The work that we're doing here in Product Development, with graphics tablets on stock Apples, Commodores and IBMs, is starting to compare favorably with the graphics produced a few years ago on mainframe systems."

All this is old news to Atari owners, we have played with sophisticated graphics for years! On which planet are these product development people located? This was the article that piqued my pepper, as it were. I don't mind software companies that hold off on product released until they are sure they have a large enough hardware base to assure a profit on sales, but when they have the breath to mention such "hot big sellers" as the Apple IIgs and the Commodore Amiga, and not mention the Atari 1040ST...well I just get @#$%`&"...slightly upset. So rather than spin off a letter filled with a plethora of expletives, I calmed myself down and simply sent the following:

"Are there so few Atari computers using Broderbund software, that you saw fit to omit any reference to Atari in the recent issue of Broderbund News?"

The reply was:

"This is in response to your letter. Broderbund values our Atari customers and will continue to support current products. Due to the low current sales level of Atari 8-bit products, we have to carefully consider new product submissions before making publishing commitments. If we determine a product has the probability of significant sales, we would consider publishing it.

We appreciate you taking the time to write to us and are truly sorry to announce no new releases for Atari 8-bit machines at this time.

I ask why Atari isn't mentioned in the Broderbund News and they tell me 8 bit software isn't selling! I wish it were simply a problem of a "language barrier".

If this bothers you as much as it does me here is an address

TO WRITE TO:
Broderbund News
P.O. Box 12947
San Rafael, CA 94913-2947
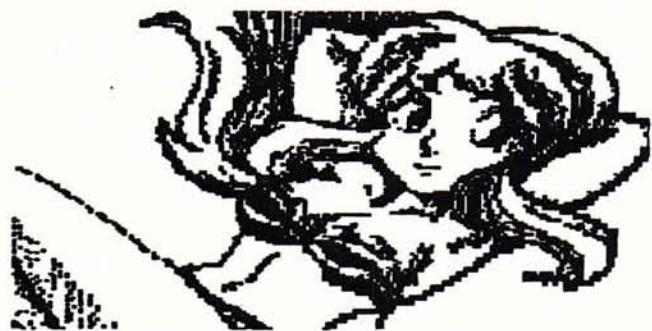
ZMAG NEWSWIRE
EXCERPTS FROM: JULY, 1987
ACTIVISION and INFOCOM have published their "Fun, Fame, and Fortune" redemption coupon booklets containing over $245.00 in special offers, free products, and other bonuses. This promotion covers many of the Activision and Infocom titles and is good through August 1987.

Speaking of INFOCOM...Infocom is offering FREE 'Invisiclues' booklets for BUREAUCRACY, HOLLYWOOD HIJINX, MOONMIST, and LEATHER GODDESSES OF PHOBOS with the purchase of any of these titles. Redemption coupons are available through your software dealer or can be obtained from Infocom.

MINDSCAPE has purchased CBS SOFTWARE, and will shortly be re-releasing their most popular titles under the new name.

SPINNAKER SOFTWARE, publisher of such famous titles as IN SEARCH OF THE MOST AMAZING THING, TRAINS, and numerous other educational and children's games, has recently acquired HAYDEN SOFTWARE, publisher of the long-dead software known as the MICRO MATH SERIES (including MICRO ADDITION and MICRO DIVISION).

ATARI announced that many of their new products will be in manufacturing by June, and will be on the shelves soon after. These include the NEW Atari game machine (which will include a cartridge version of FLIGHT SIMULATOR II plus scenery disks), the 1 MEG ST and LASER PRINTER, the PC-CLONES, MODEM, and some software titles. (CTSY M.A.M.)
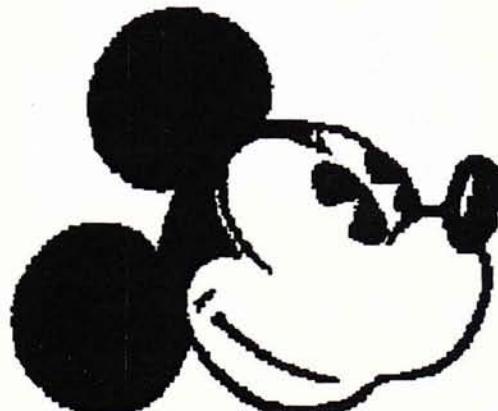
THE NEW TOS

From L.I. ACE Newsletter of 7/87

If the Blitter chip is ever released by Atari, it will contain a new set of ROM's which Atari reports will correct and enhance the current TOS operating system. Listed below are some of the features of the new TOS operating system included with the Blitter chip as reported by Atari:

- The ROM cartridge can now execute .TOS and .TTP programs.
- The disk formatting from the desktop will now be quicker, although not reported by Atari, there are rumors there will also be an enhanced formatter (more than 720K on a double-sided disk and more than 360K on a single-sided disk.
- The Arrows on the windows can scroll when held down without continuous clicking of the mouse.
- A larger memory buffer will be available that will eliminate multiple disk-swaps with a single-drive system.
- Blitter chip engagement/disengagement is now an option available from the desktop options menu.
- Dialog boxes will no longer crash when the underscore(_)character is used.
- The ESCAPE key will now directly send commands to the VT-52 emulator.
- Lets hope that the Blitter chip will be available soon. It's worth getting it just for the new TOS operating system. Prices are reported to be $100-$150 installed by a dealer for the Blitter chip which includes the new ROM's.

SHORT NOTES

By Jim Stokes,
from Rambank Newsletter, Volume 4, 1987
Welcome to another month of Short Notes,

this month we have news from the Summer Consumer Electronics Show (CES), there are a number of exciting new products for the 8 bit, including a new 5.25 drive that is three times faster than the 1050. On the ST front the Megas (without Blitters) have arrived and should be available soon. If I've managed to spark your interest than read on.

As I mentioned last month the Mega 1 ST has been discontinued, the Mega 2 and Mega 4 have arrived and should be available by the middle of July. Since the Blitter chips are still having production problems its thought that they may be provided, but not installed, in the new machines which means the buyer or the dealer may need to install them. In addition to the Blitter, the new Megas will include a revised ROM set that has some of TOS bugs corrected, according to Neal Harris the Mega 2 will be $1300 and the Mega 4 will be $1700. A different version of the Blitter, along with the revised Roms should be available for the rest of us by fall.

At the recent CES, Atari surprised everyone by announcing a new 5.25 drive for the 8 bit Atari computers. The XF551 disk drive, which will replace the 1050, will use the new ADOS being written by Bill Wilkinson, it will be 3 times faster than a 1050 (when using ADOS) and will have true double density. While the drive will be able to read the older Dos's, it will not be fully compatible with them, the XF551 is expected to cost about the same as a 1050 and should be available in limited quantities by July.

Michtron is preparing to release a genlock device for the ST, the product is being developed in Germany and will be distributed in the US by Michtron. A genlock device allows you to synch your computer with a TV or VCR and lets you generate computer images and impose them over an existing picture.

Suncom's Animation Station is available now for the 8 bit computers, the software includes predrawn pictures as well as an automatic shape generator. The tablet, said to be similar to the Koala pad, can contain any standard Atari software.

If you would like to get more sound out of your ST but are not ready to move up to Midi then Pro Sound Generator by

Eldersoft may be for you. This device is a small card that plugs into the parallel port and contains some custom audio chips, it allows you to hook up the card to your stereo system and input sound directly through the card. The screen is as an oscilloscope, and the track is stored in bit format in ram and can be played back through the ST sound chip, the final version is expected to allow you to play it back through the stereo. The sound is said to be much improved and is expected to rival that of the Amiga. In addition you can save your modified sounds to disk and, with the included software, use it in your own C, Pascal or Basic programs.

Springboard Software has started work on an 8 bit version of it's popular Newsroom program, this software allows you to limited disk top publishing and is highly thought of in the Apple community.

Brouderbund will release Art Director and Film Director for the ST. This is a program that allows you to create short animated movies. Art Director produces Degas compatible art which you can then animate using Film Director. This program was first produced in Hungary and is being distributed by Brouderbund in the U.S.

Brouderbund's version of Print Shop for the ST is nearing completion, it will be similar to the version produced for the Mac.

According to Atari, both the 80 column card (XEP-80) and the 1200 baud modem (SX-212) have been held up because of a delay in the delivery of chips. I've heard that the delay on the modem is caused by it's failure to pass the FCC test. Both the XE_-80 and the SX-212 are expected to be released in July.

Computer Eyes is producing a monochrome only version of it's ST video digitizer for $149.95. The color/monochrome version costs $249.95.

Micro D is going to produce a 2/4 megabyte solderless memory upgrade for the ST. It will sell for $159. without ram chips, the two meg version requires 16 chips and the 4 meg version requires 32. Micro D will sell you the chips for $30. each or you can try to find them at a better price elsewhere.

Manhattan Graphics of New York is porting READY, SET, GO! to the ST, this is a popular Mac desktop publishing program and should be available in September.

Atari is working on a technique called banding that will allow a standard 520 to output to the laser printer, this technique involves formatting part of the output and then sending that section to the printer. As it stands now a 2 meg computer will be required to use their new laser printer. In addition Atari is working with another company to develop a desktop publishing program called Page Boy.

It seems than Softlogik, makers of Publishing Partner, has backed out of its plan to market Image Scan, the image scanning device for the ST. ymore-Radix, the original developer of the device, sent letters to those who have ordered it informing them that Softlogik will no longer be involved. Its thought that Seymore-Radix will either market the divice themselves or find someone else to market it for them.

QM1 will release a graphics tablet for the St, if features a 9" by 11" drawing surface with a resolution of .001. This includes an arm that will allow you to trace things and the accompanying software will allow you to use just a section of the tablet and blow it up so its full screen on the monitor. The list price on this will be $400.

Paradox, the people who developed Ms EM, have developed a IBM hardware box for the ST. It features a NEC V-20 with 256K expandable to 640K, a color graphics adapter and serial card and runs at either 4.77 or 8 Mhz. The box includes 6 expansion slots (two are used up by the serial and CGA cards) and you can use either your ST drives or buy a 5.25 drive from Paradox. This should be available by the end of June and will sell for $350. You can contact Paradox at (602)-721-2023.

Avante Garde has begun shipping its software emulator and first reports about it are all raves, see me at the meeting for a list of IBM software that the emulator will run.

THE DISKMATE GRAPEVINE
ST X-Press News Wire
Volume 1, No.5, May 1987- - - - - - - - - - - - - - -

Rumor has it that there is a special connector being made to allow the ST's to be hooked up to a multi-synch monitor. This means that we may soon have the capability of running low, medium, and high res from ONE monitor. This should be interesting

A laser drive was shown in Germany, it seems to work on the compact disk technology. We will be able to read and write to the disks (which will have a storage capacity of 500 terabytes!) The creator estimates the price to be around $250 and they will be available by the end of 1987.

In Canada, Atari was showing 520 ST's with built-in power cords and single sided disk drive's (a poorman's 1040 ST). There were also 520's with a meg of ram, supposedly it is very hard to find a "regular" ST in Canada anymore; all of them are upgraded.

Firebird has released their next game, GOLDEN PATH. It looks very promising with nice graphics, sound, and animation. The game itself offers a very unique playing aspect, it seems that this program is very indepth.

Atari has set some new dates for their new hardware. The laser printers are supposedly being finished up and will be ready "by the end of May". The Mega ST's won't be available until the end of June and the Atari PC's also won't be available until

either June or July. For everybody who is looking for the blitter chip in the next few weeks, don't count on it. As I have told everyone who asks me, Atari will most likely not be releasing the blitter until after the Mega ST's are released. The Mega's will contain the blitters, maybe Atari is hoping that people will get fed up waiting for the blitter and breakdown to buy the Mega ST's instead.

The NEWSROOM, from the publishers of PRINTMASTER and PRINTMASTER PLUS - Unison World, is expected to be released shortly. It is another desktop publishing system, from the various photos that we have seen it doesn't look too bad.
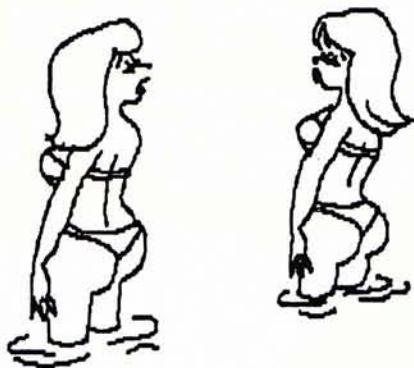
WHAT'S THE NAME OF THAT CUTE G.R.A.S.P. EDITOR AGAIN?

ZMAGAZINE

June 29, 1987Issue #59
HOT Atari News and Reviews
MINDSCAPE/ATARI GAMESSY
SOP*Mike Schoenbach 76703,43630
MINDSCAPE TO PUBLISH ATARI'S STAND-ALONE ARCADE GAMES FOR HOME
Mindscape Inc. has signed an exclusive agreement with Atari Games Corp. to publish home computer versions of the Milpitas, Calif., company's stand-alone video games that now usually are found in coin arcades. According to a statement from the Northbrook, Ill., software publisher, first in the line-up of new titles will be Atari's Paperboy and Gauntlet games. Then, over the next few years, Mindscape expects to publish Road Runner, Road Blasters, Gauntlet II and others in home computer formats. "There are tremendous growth opportunities in the retail versions of coin-op games," says Mindscape President/CEO Roger Buoy. "We look forward to working with Atari because, with their consistently high-quality products and keen perception of the market, they arefar and away the best company with which to be associated."   --Charles Bowen

COMPUSERVE CONTROL KEY GUIDE
Control Keys on CompuServe
By:SYSOP*Charles McGuinness 76701,11
KEY Description
^A   Stop at end of line (delayed ^S, sorta)
^B   Type-ahead control C. "hits" when the program next asks for input.
^C   Interrupt. Either kills the program outright or tosses it into an interrupt routine.

^D   Disconnect. If you're direct connected to a node, this is the equivilent to hanging up.
^E
^F
^G   Beep! Break character...
^H   Backspace
^I   Tab
^J   Line feed. Break character
^K   Vertical tab
^L   Form feed
^M   Return
^N
^O   Disable/enable output toggle. Output is bit-bucketed until another ^O or the program explicitly turns it back on. (Note the SIG is very good at turning it back on just before prompts)
^P   "soft" interrupt -- flushes output, sets a bit program can check. Like ^C, but gentler.
^Q   Resume from ^S or ^A
^R
^S   Suspend output
^T   Use to give a job status in the old days, nothing now
^U   Abort current line
^V   Retype current line
^W   Alternate version of ^Q
^X
^Y
^Z   End of file. One of the fun ways to get a program to end occasionally, usually with messy tracebacks. The SIG program is immune, but there's always some program floating around that isn't care'·l enough.

FCC PROPOSAL Part 2

In a move that could sharply increase telecommunications costs, the Federal Communications Commission last week proposed that enhanced service providers no longer be exempt from paying interstate access charges as of January 1, 1988. The charges could include a 3 cent per minute traffic-sensitive access charge, a 4.3 cent per minute terminating access charge, and a 2 cent per minute originating charge, depending on such factors as whether the call is local said Ruth Milkman, an attorney in the policy division of the FCC's common carrier bureau.

Affected services include Telenet, Tymnet, Compuserve, and Dow Jones News/Retrieval.Paulo Guidi, president of Telenet Communications Corp of Reston, Va., called the proposal misguided and said it would discriminate against users of computer oriented services."It's an issue we're going to be looking at very carefully" said Ken Allen, executive director of the Information Industry Association, a lobbying group in New York. The FCC is presently inviting comments from interested parties.

SSI/TSR AGREEMENT?

Strategic Simulations Inc. and TSR Inc. have signed a letter of intent to enter into a strategic alliance. The five-year licensing agreement gives SSI exclusive worldwide

rights to produce and market a product line series of games based on TSR's classic Advanced Dungeons and Dragons(r) fantasy role-playing game. SSI will be the first company to bring TSR games to the computer. The agreement is valued up to several million dollars over the contract period. At least ten different role-playing and several action game versions are planned by SSI for the most popular microcomputers, including C-64/128, Apple II series, IBM/compatibles, Atari ST and Amiga.

Versions are also planned for family game systems, such as the Nintendo. The games will appear on the market beginning early next year and will be sold in SSI packaging with joint SSI/TSR logo identification. The games will be marketed through SSI distributors, retail, and hobby store channels amounting to over 10,000 outlets worldwide. Randy Browelelt, Vice President of Sales at SSI, states: "It's a high mark of recognition to be selected by TSR, the giant of the industry and creator of the most famous and popular fantasy role-playing game of all time, as their exclusive partner. We expect to create wonderful exciting new computer games based on a very complementary relationship."Michael Cook, Vice President of New Product Development at TSR said: "We are also pleased to begin a long-term relationship with SSI, whom everyone recognizes as a leading quality games producer. SSI's credentials as one of the finest creators of computer games, and their proven product line allows us to combine strengths to produce the best possible fantasy role-playing and action computer games.

Z M A G   N E W   P R O D U C T ANNOUNCEMENT

GOOD NEWS COMPUSERVE USERS!
INTERLINK ST is now shipping! INTERLINK is the most advanced yet easy to use terminal package for your ATARI ST."INTERLINK ST is an outstanding telecommunications program for the Atari ST and my personal choice for ease of use and speed." - Dave Groves Sysop -
 Compuserve's ATARI Forums"INTERLINK ST has been my terminal program of choice for several months note and I don't even have the final version yet." - ST-LOG April 1987
With features such as:
* MINI BBS collects messages and uploads/downloads files
* Run programs from inside INTERLINK ST
* Loadable transfer and emulation protocols
* GEM Based
* Full disk commands
* Advanced auto dialer
* Super Recorder/Playback lets you handle those repetitive chores, like getting those same stock quotes every day
* Clip Board
* Custom translation tables
* ` line display option on monochrome
* ` ill continuous status display
* Type-ahead buffer lets you enter and edit a line before sending it (great or chats)
* Online help gives you a quick reminder when you need it

* Buffer window with powerful entry and edit capabilities, works like a word processor
* Connect Chimes with true carrier timer gently remind you of your connect   duration every fifteen minutes
* 20 Macro keys
* Built-in password protection and encryption for your logon data and macro keys
* Supports baud rates 300, 600, 1200, 2400, 4800, 9600, and 19200
* Word wrap
* RS-232 spooling
* And much more.......
Retail price: $39.95
Act now until July 30th 1987 and we will give you $15 dollars off INTERLINK   ST when you send in your old commercial brand terminal program.
Toll Free 800-826-0130
In Florida 813-923-8774
INTERSECT Software Corp.3951 Sawyer Road Suite 108Sarasota, Fl 3358330

Secrets of ATARI Part 1

1 Nolan Bushnell, Atari's founding father, originally named the company Syzygy (the sun, moon, and earth in total eclipse). He renamed it to Atari because another company already owned the name Syzygy.

2. Bushnell is generally believed to be the author of Pong, Atari's first game. Actually, Magnavox released the Odyssey 100, the first home video game system, which included a game remarkably similar to Pong, several months before Pong's debut in the arcades in 1972. Years later, Bushnell admitted in court that he had seen an Odyssey prototype on display earlier in 1972. The Odyssey 100 was designed by Ralph Baer.

3. Bally/Midway rejected Bushnell's Pong when he demonstrated the game in its Chicago offices in 1972. Bushnell went back to California and started Atari.

4. Given a choice between Mappy and Pole Position, two arcade creations by the Japanese firm Namco, Bally/Midway amazingly opted for Mappy. Atari had to settle for Pole Position, which went on to become the biggest game of 1983.

5. Gravitar was one of Atari's worst-selling arcade games. So they took the game out of the cabinets and converted them all to Black Widow.

6. Mike Hally designed Gravitar. He recently redeemed himself as the project leader for Atari's spectacular Star Wars game.

7. Rick Mauer never programmed another game for Atari after he did Space Invaders for the VCS. He is said to have earned only $11,000 for a game that grossed more than $100 million.

8. Todd Fry, on the other hand, has collected close to $1 million in royalties for his widely criticized VCS Pac-Man.

9. The man for bringing Pac-Man home to Atari- Joe Robbins, former president of coin-op, was severely reprimanded by the chairman of the board Ray Kassar for making the deal with Namco without consulting him. It seems Robbins was in Japan negotiating a legal matter with Namco at the time, and Namco demanded that Atari buy the home rights to Pac-Man as part of the

settlement. Pac-Man had yet to take off, but when it did, Robbin's gutsy decision paid off as Pac-Man went on to become the company's best selling cartridge ever.

10. The man for bringing E.T. to Atari? None other than Warner Communications chairman, Steve Ross. So convinced was he that E.T. possessed video game star quality, Ross paid Steven Spielberg an enormous sum (did I hear $21 million?) for the rights to the little extraterrestrial bugger. Designer Howie Warshaw spun the game out in four months, only three million cartridges were sold and Atari began to announce million dollar losses. E.T. is now selling for as little as $5 in some stores. Next week 11-20...

ZMAGAZINE INFORMATION NETWORK
Publisher/Editor: Ron Kovacs
Assistant Publishers: Susan Perry/Rich Decowsk

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were beseiged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected. In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh.

The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing.

PROSPECTING FOR GAME HINTS!!
(Reprinted in part from the April '87 L.A.C.C.)
Author unknown

Ever have a game that you were just so bad at that you couldn't get past the first screen, but you'd really like to see what some of the other screens look like (even if it involves cheating?)? Here are some hints to getting you ahead on some games, collected by a Mr. Engelkes from a couple of BBS's, namely Jellystone Park BBS and White House BBS. Now with everyone credited, ONWARD!

I don't have all of these games, and some I have never even heard of! So I cannot guarantee that the following data is correct. Also, I have omitted some hints like the password to the upper level of

Pharaoh's Curse. Half of the fun is finding out the password! (I do own a copy of Pharaoh's Curse.) Here we go: BURT'S BREW BIZ!: Press the option key to skip to the next screen, press ESC to adjust screen colors. KAZOO: If you are about to get kill press the space bar to pause the game. The mons will pass right through you and you can continue by pressing the space bar again. DIMENSION X (ORIGINAL): press control-F while loading for a Fort Apocalypse dmeo, or press control-S to play SLIME. PITFALL: Press OPTION to start the game instead of START or the joystick fire button, you will then have unlimited lives! CRYSTAL CASTLES: On each level of the game (not necessarily each maze), there is a "window" where you can skip ahead two levels. On the first board, it is on the left hand side. Press the button and warp ahead two levels! SPELUNKER: With a sector editor, read sector #28 and change these bytes: $A6 $CB $30 $2D to: $A2 $07 $86 $CB to get unlimited men. DONKEY KONG JR.: Hold SHIFT and type "BOOGA" then "K" if you don't want to get killed (except by falling into the water) or "S" to skip to the next board. GHOST CHASER: Type "FRANK" to replenish your supply of men. Type "FANDA" to skip half the game. OLLIE'S FOLLIES: To skip to screen 5, type "FANDA"; to screen 10, type "FRANK"; to screen 15, type "NORBI"; and to screen 20, type "ZOOOM". MINER 2049er: Type Big Five's phone # while playing then SHIFT and # of screen to go to. SPARE CHANGE: Pressing CTRL-Z will bring you to the zerk control panel. TRACK ATTACK: On the box car scene, listen for a cl' ' from the keyboard. One second later, jur_. ENCOUNTER or SNOKIE: Press the number of the wave you wish to go to. You must have already reached that level. LODE RUNNER: Press CTRL-E while loading the editor command menu. Then type 1 character command (P=play level, etc.). THRESHOLD: Remove the THRESHOLD disk from the drive after it loads in. Every time the drive restarts, you will by up 1 level. Insert the disk when the drive is off to start at that level. CANYON CLIMBER: If you complete the first screen and have lost any men, hold down the joystick button as the bridges are exploding and then press START. On the next screen, you will have 3 men, but your score will be reset. NIGHT MISSION PINBALL: Type "FIX" to get machine control menu. CAVERNS OF MARS & PHOBOS: Press SHIFT, CONTROL, & TAB at the same time to go to the next level. JUMPMAN: On the first level, go to the far right and type "54354" and then the number of the level you want to go to. GHOSTBUSTERS: Use account name JAZ and account number 999999999, and you will be rolling in dough. There you have it. Try it at your own risk, and don't call me if it doesn't work. Try calling the Jellystone Park BBS.

MINUTES OF LAST MEETING
JULY 23, 1987.
The second monthly meeting of G.R.A.S.P. was called to order July 23, 1987, at ~:30PM with 15 members and 2 guests esent.

under old business, President Mickey Angell spoke about the move from Lyndale Baptist Church to the Laprade Branch of the Chesterfield Library in September. The library is located behind the church on Hicks Road. From the light at Rt. 360 and Hicks Rd., proceed north on Hicks 2/10 of a mile and turn left onto Libro Loop. Turn left again into the library parking lot. -NOTE- The meetings in September are on the second and fourth WEDNSDAYS. In October, they will revert back to the regular schedule of second and fourth THURSDAYS. Again this year there will be only one (1) meeting in November and December due to the Holidays. More information will be available on the GRASP BBS at 744-8022

Under new business, Mickey spoke about overnight accomodations for the ATARIFEST October 23, 24, 25, in Fairfax, VA. He also handed out literature about the upcoming Hamfests in northern VA and Maryland. Mickey also spoke at length about PC DITTO - an IBM PC emulator for the ST. He gave a retail price of around $80.00 with L&Y selling it for $69.99. Tom Marvin then spoke about a disk organizer for 3 1/2" disks. It holds 25 disks with space for 10 back-ups. It is ~vailable mail-order for $10.95 + .50 s&h. a Tom for more details.

At this time, doorprizes were awarded with Tommy Fincher and Charlie Montgomery each winning a T-shirt.

Next Dave Jones gave a demo of the HAPPY 7.1 software. It has the ability to convert IBM PC format files to ATARI format so that they may be loaded into the computer from a 1050 drive. Of course anything other than text files would be practically worthless, however any file could be altered with a suitable word processor or editor and then saved back out in IBM format. It was rather strange to see IBM text files transfered from an IBM disk to an ATARI disk and then copied to the screen editor. Requirements for the set-up include at least one HAPPY modified 1050 drive, HAPPY 7.1 software and an IBM ss/dd diskette to be read. It is imperative that the IBM disk is single sided as the directory may not be read if it is double-sided

Carl Dean then proceeded to demo both public domain software and commercial software.

There being no further business, the meeting was adjourned at 9:00PM with 21 members present. Refreshments were at the PIZZA HUT. ---Dan Grenoble---
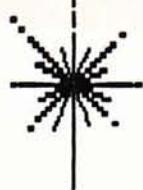
EXECUTIVE MEETING - JULY 20, 1987
On July 20, the first Executive Committee meeting of the new year was called to order by President Mickey Angell at 7:30.Present were: Mickey, Farley Barge, Dave Jones, Carl Dean, Tom Marvin, Dan Grenoble, and last but not least, Duane.

Items discussed included our moving to the Laprade Branch of the Chesterfield Library in September; The Club buying 5 1/4" disks for re-sale to the members at a good price in order to boost the treasury; The cost of setting up a table at the Atarifest in Fairfax, VA this October. It was decided not to pursue the issue further.A proposal was made to to support the GRASP BBS thru membership dues. At this time it was voted unaminously to contribute $60.00 immediatly and and an additional $2.00 per member when their dues were renewed. This should work out most favorably.

There being no further business to discuss, the meeting was adjourned at 8:45.
--- Dan Grenoble ---

LETTERS TO THE EDITOR
From the W.A.C.O. Newsletter in Warrensberg, MO.
Dear Tom,
Thanks for the issue of G.R.A.S.P. Gazette for July. We have suddenly been hearing from more and more Atari folks since our Club had a spot in ANALOG's User Group section.

We at W.A.C.O. would be happy to add you to our list of exchange newsletters, and look forward to receiving yours. Since our next issue won't come out until Aug., I am sending you our JUNE/JULY issue. Hope you enjoy it. We are not a terribly big club, but we try hard to do the best we can on our meager budget.

G.R.A.S.P. is a well known club around my house, my favorite telecom program is 1030 EXPRESS. I have read that Keith Ledbetter has now gone to work at ICD. I'll bet you miss having him around. Again, thanks for sending us your newsletter, and we hope you enjoy ours.   Sincerely,

- Lew Lynam, pres.

5 is Thames, Page 6, upper left is Helevic and the rest of the page done in Courier. Page 7 is Avant Garde and 8 is Helevic. Page 9 is Courier, 2 sizes. One little secret, the Helevic on SoftLogiks disk DOES NOT fix the old blob, thick print problem but Helevic on font factory's Disk DOES fix the problem as this newsletter proves. So all in all, I'm very happy with P.P. now and will continue to do the Newsletters with it.

TOM MARUSH
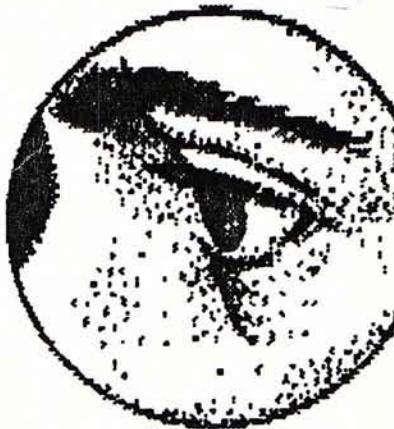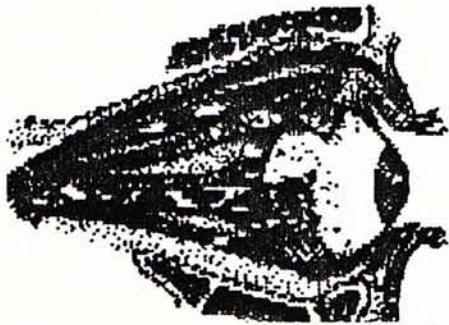
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